SNS-E8-USA

INSTRUCTION BOOKLET

CAPCOM USA

CAPCOM SERVICE DEPARTMENT, **3303** SCOTT BOULEVARD, SANTA CLARA, CA **95054**

GAME COUNSELORS AVAILABLE 8:00AM TO 5:00PM (PST) 408.727.1665

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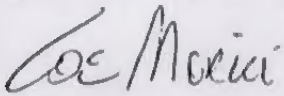
SUPER NINTENDO ENTERTAINMENT SYSTEM

A special message from CAPCOM

Thank you for selecting the exciting and action-packed **UN Squadron®.** This is the newest edition in Capcom's library of 16-Bit Video Games. Following such hits as *Final Fight* and *Super Ghouls and Ghosts*, **UN Squadron®** continues the tradition of Capcom's Arcade Series® for the Super Nintendo Entertainment System.

UN Squadron® features exciting state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new title in the latest, most sophisticated video game technology from Capcom.



Joe Morici
Vice President
CAPCOM USA, Inc.

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Getting Started

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

1. Insert your UN Squadron game pak into your Super Nintendo Entertainment System and turn the power on.

2. When the title screen appears, move the cursor next to either Game Start or Option Mode and press the **START** button. (For an explanation of the Option Mode, see Using the *Option Mode* later in this manual.)

3. Once you begin the game, you will be asked to select your character. Press the Control Pad left or right to highlight the character of your choice and press the **B** button. Choose your mission, jump in the cockpit and get ready to go ballistic!

4. To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System.

Welcome to Area 88.

A year ago, a ruthless army of mercenaries swept across the kingdom of Aslan and destroyed everything in their path. Guided by the arms dealers of Project 4, the mercenaries now control every area of the country — except one.

On a tiny piece of desert lies the last hope of the people of Aslan. There, in a small corner of Area 88, are the world's finest pilots — the UN Squadron. For months they have been waiting for the exact moment to begin their assault on the forces of Project 4. That moment has just arrived.

Each pilot begins his tour of duty with $3000 in his flight account and an unlimited number of F8E Crusader aircraft. As you destroy air and ground targets, money will be added to your flight account. This money can be used to purchase additional aircraft and weapon systems to help increase your chance of survival. And only the best survive.

Controlling the Aircraft

To Do this:	Do this:
Fly your Aircraft in any direction.	Press the control pad left, right, up or down.
Fire the Vulcan Cannon	Press the **Y** Button
Fire the Active Special Weapon	Press the **B** Button.
Change the Special Weapon	Press the **X** Button.
To Pause the Game	Press the **START** button.

The Briefing Room

As you enter the Briefing Room, Commander Saki will ask you to choose a target area on the map behind him. Press the control pad up or down to highlight the various enemy installations within your area. Once you have picked the mission you wish to attempt, press the **B** button and Commander Saki will give you information about your target. After the briefing is over, head to the hangar for a preflight inspection of your aircraft.

When you walk into the hanger, you'll be greeted by your crew chief, McCoy. Use your control pad to move the brackets around the fighter you wish to use and then press the **B** button. After you have completed the preflight inspection of your aircraft, McCoy will sell you any special weapons you wish to purchase and press the **B** button. Press the button again if you wish to return the item. Once you've finished arming your aircraft, move the brackets to the EXIT sign, hit the **B** button and get ready for action!

In the Cockpit

Get your head out of the clouds! Enemy aircraft are on an intercept course and it's up to you to blow them out of the sky. Collect enough Power-Ups to raise the level of your vulcan cannon and if you've got the right stuff you may live long enough to become a hero.

1. Score - The amount of points accumulated in your career.

2. Level - This indicates the power level of your Vulcan Cannon.

3. Pow - The number of Power-Ups needed to increase your Vulcan Cannon Level.

4. Total - The total number of Power-Ups you have collected.

5. Dollars - This shows the amount of money in your flight account.

6. Fuel - This gauge shows the amount of fuel left. When you are hit by an enemy, your aircraft will lose fuel and DANGER will flash on the screen. If you're hit while Danger is still flashing on the screen, your aircraft will explode.

7. Special Weapons - This indicates the active special weapon and the amount of shots left.

8. Helmets - The number of times you can be shot down.

Special Items

Orange Power-Ups	Adds 1 to your POW total.
Blue Power-Ups	Adds 3 to your POW total.
Yashichi	Refills your fuel tanks.
Weapons Rack	Partially refills your current special weapon.
Star	Adds $5000 to your flight account.
Mech	Destroys all enemies on the screen.
Unicorn	Surround your aircraft with a shield.
Fuel Tanks	Partially refills your fuel tank.

Pilots of the UN Squadron

Shin Kazama

Born in Tokyo, Japan. Top Gun of the UN Squadron. Shin raises his power level the quickest.

Mickey Scymon

Born in San Francisco, California. Served as a US Navy pilot in Vietnam. Mickey is capable of handling the most special weapons.

Greg Gates

Born in Copenhagen, Denmark. Former instructor to N.A.T.O. pilots. Greg recovers from battle damage the quickest.

Aircraft of the UN Squadron

F8E Crusader
Maximum Fire Power of Vulcan Cannon = 5
Speed Class = C
The most basic of all available fighter aircraft. With a good pilot, the F8E can hit both air and ground targets effectively.

F20 Tiger Shark
Maximum Fire Power of Vulcan Cannon = 5
Speed Class = B
An upgraded version of the F8E Crusader, the F-20 features enhanced air-to-air and air-to-ground capabilities.

F14D Tomcat
Maximum Fire Power of Vulcan Cannon = 5
Speed Class = A
The F14D Tomcat is the fastest and most agile fighter aircraft available. Made primarily for air-to-air combat, the F14D features minimal ground based weapons.

A10A Thunderbolt
Maximum Fire Power of Vulcan Cannon = 3+3
Speed Class = D
The A10A Thunderbolt is primarily used to attack ground based targets. It features twin vulcan cannons and a good selection of ground based weapons.

YF23 Stealth Ray
Maximum Fire Power of Vulcan Cannon = 6
Speed Class = B
The YF23 is the latest design in stealth aircraft. The Stealth Ray is undetectable to homing missiles and can use the vertical missile launcher.

The F200 Efreet
Maximum Fire Power of Vulcan Cannon = 7
Speed Class = B
The latest in fighter technology. Developed by the Soviet Union, the Efreet is capable of handling all known weapon systems.

Weapon Systems

Cluster	Encircles your aircraft with explosive charges.
Falcon Missile	An air-to-ground missile.
Phoenix Missile	Fire and forget missiles. Once fired, each missile will lock onto its own target.
Super Shell	A Plasma Bolt of tremendous destructive power.
Bullup	Fires 5 missile shots in different directions.
Thunder Laser	Fires 3 forward lasers.
Bombs	A conventional bomb which must be dropped on its target.
Napalm	When detonated, this bomb engulf the area in flames.
Gunpod	Fires a vulcan cannon diagonally up and to the right.
Sailing Missile	Fires a missile straight up.
Mega Crush	A high altitude missile which rains down lasers.

Using the Option Mode

To enter the Option Mode at the beginning of the game, move the pointer next to Option Mode and press the **START** button. Move the control pad up and down to highlight the option you wish to change.

Game Level Move the controller left or right to change the difficulty level.

Control Pad Allows you to modify the buttons used to fire or change weapons. Move the control pad to the item you wish to change and press the button you wish to use.

Sound Mode Move the controller left or right to switch between Stereo or Monaural sound.

Exit Press **START** to exit back to the title screen.

Survival Tactics

To destroy a target, you must find and attack its weak point. When the weak point is hit the entire enemy will flash. Keep hitting this point until the target goes up in flames.

Before you purchase a new aircraft, make sure you have enough money left over to outfit it with special weapons.

Try not to take too many special weapons on each mission. It's very easy to spend a lot of money on weapons and then get shot down before you get a chance to use them.

If you need extra money, wait for the supply trucks to appear and attack them. It is an easy $20,000.

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90-Day Limited Warranty CAPCOM
U.S.A., Inc. ("CAPCOM") warrants to original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period. CAPCOM will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

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2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK and return it, freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase, within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Capcom Service Department
3303 Scott Boulevard
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He's Back! MegaMan® 3!

The wildly popular MegaMan series continues with MegaMan 3. In the latest adventure, Dr. Light needs MegaMan's help to obtain energy capsules from eight mining worlds. The robots of these worlds have revolted and MegaMan and his robodog Rush are sent to stop the rebellion.

- 21 rapid-fire levels.
- Eight super-robots offer challenges and dangers. You inherit their powers!
- Rush becomes a jet, a submarine and a whole lot more!
- If that's not enough, you'll meet enemy robots from *MegaMan* and *MegaMan 2.*

Official Nintendo Seal of Quality

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